STAR TREK RETURNS TO DC✖ECLIPSE TAPS THE VEIN A LITTLE MORE SLOWLY✖DIXON AND ZAFFINO ADD ZIP TO CONAN✖ NEW CARD SET WILL FEATURE NEW BATMAN MOVIE PHOTOS✖PLUS REVIEWS OF GILGAMESH II, OUTLANDERS 2, RELENTLESS PURSUIT, FRED HEMBECK DESTROYS THE MARVEL UNIVERSE, CHARLIE CHAN , ALVAR MAYOR: DEATH AND SILVER & FIST OF THE NORTH STAR

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COMIC SHOP NEWS™

THE WEEKLY COMICS NEWSLETTER!

From:

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A Comics Specialty Outlet

Creators Go Wild, Badger Goes Berserk!

by Alex Kirkland

Badger's anniversary is nearing, and First Comics is offering a double-barrelled celebration. Not only will Badger get the deluxe prestige-format treatment with his fiftieth issue, but just around the corner is a new Badger limited series that will explore the multiple personalities that make the Badger one of the most unique characters in comics. To make the limited series even more interesting, the multiple personalities will be illustrated by a variety of different artists.

Mike Baron's limited series, ***Badger Goes Berserk***, gives Baron a chance to explore the Badger's complex personality--and it also gives Baron a chance to work with some of the most varied talents in the comics field.

"Mike's story deals with what happens when Badger is confronted by his stepfather, Larry, who abused Norbert as a child," editor Bob Garcia said. "The meeting causes Badger to go absolutely crazy, his various multiple personalities manifesting themselves as a defense against the horrible memories of his childhood trauma. Not only will we see all of Badger's multiple personalities for the first time, but through a series of flashbacks we'll learn about Norbert's life as a child and the events that precipitated his psychosis."

"We're gonna take Badger back to the roots of his madness, and publish the 'Roots of Madness Tour '89!'" Mike Baron added.

Joining Baron on the book is a variety of talent. "Spyder and Jay Geihof will be penciling and inking the main Badger/Norbert continuity," Garcia said, "and the various multiple personality and flashback sequences will be handled by a roster of talent including original Badger artist Jeff Butler, Paul Chadwick, Denys Cowan, Steve Epting, Denis Kitchen, Mitch O'Connell, Eric Shanower, Jill Thompson, and Mike Zeck."

Badger Goes Berserk will mark a change in approach towards Badger. "A lot of loose ends about Badger's personality are going to be tied up in the mini-series," Garcia said, "and the repercussions that follow will result in a darker, more serious tone for the ongoing series."

Badger Goes Berserk will begin publication in May, a month after First ships ***Badger #50***. That issue will be a special Badger commemoration, featuring Badger's oldest and newest artists. Jeff Butler, the original ***Badger*** artist, will be joined by mark Nelson to illustrate a Badger story that puts the hero into action wearing only a battlemask and briefs. Meanwhile, current artists Ron Lim and Paul Abrams will illustrate a lighthearted story involving the controversy surrounding the Sykses' new home in Madison, WI.

In addition, ***Badger #50*** will also feature a unique two-part die-cut cover painting featuring a special portrait of the Badger by Jeff Butler. The entire 48-page package will be offered in a squarebound prestige format for only $3.95.

Later down the line, Badger fans can look forward to a Tim Vigil run on the title and a ***Badger*** reprint series offering the extremely hard-to-find early issues of the comic book.

Superman Set for *Action*

by Kim B. Pearson

Superman got his start in ***Action Comics*** over fifty years ago, and he has been the star of that esteemed title almost constantly ever since then. Recently, though, Superman was demoted to a centerspread feature in ***Action Comics Weekly*** to make room for a variety of new features in the anthology title--a change that disappointed fans of the Man of Steel, even though they had two ongoing Superman titles each month to console them.

When ***Action Comics Weekly*** came to an end, what better fate for ***Action Comics*** than to once again return as a Superman title? That's exactly what's happening in May, when ***Action Comics #643*** brings Superman back under the aegis of George Perez. But a month before that new series kicks off, Superman will make his welcome return under the ***Action*** logo when ***Action Comics Annual #2*** reaches comics shops in mid April. ***Action Annual #2*** brings together three writer-artist teams to tell the story of Superman's capture by Mongul, who forces the Man of Steel to fight in kill-or-be-killed gladiatorial combat. Through an odd turn of events, Superman finds himself in contact with a self-exiled priest who helps the last son of Krypton discover the secrets of his home planet and his heritage. In this issue, the sole surviving artifact of Krypton will be introduced.

The first segment, focusing on Superman's internal struggle, is written by Roger Stern and illustrated by Curt Swan and Brett Breeding. The second segment, by writer George Perez and artists Mike Mignola and George Perez, focuses on the priest and emphasizes the religious themes. The final segment brings Jerry Ordway and John Statema together to focus on the gladiatorial battle. The entire package is enhanced by a stunning George Perez-Jerry Ordway cover. ***Action Comics Annual #2***, on sale April 13th, will be priced at $1.75 for 64 pages.

Scimidar Cuts a New Swath in May

by Cliff Biggers

Scimidar, the violent and sensual series created by R.A. Jones, developed quite a following in its first run from Eternity Comics. Now, ***Scimidar*** is returning in a new series that promises to offer more of everything that made the first run so popular.

"With this new series, we're taking off the kid gloves," Eternity publisher Dave Olbrich said. "Since Rob Davis signed on to the series as artist, we wanted to take full advantage of his and R.A.'s abilities." The new series will not only be stronger in its mature content, it will also more strongly play on ***Scimidar's*** futuristic setting.

Scimidar is a bounty hunter in the year 2005; she sells her empathic abilities to anyone with enough money to pay her $100,000 fee. Unfortunately, Scimidar isn't able to remain as emotionally isolated from her cases as she would like.

"I've heard her called everything from a female Grips or Wolverine to a costumed version of Howard Chaykin's ***Black Kiss***," Jones said. Fans will see in the new series even more of the sexuality and violence that earned the book its reputation.

"Since Rob signed on for the series, he's become adept at meeting--and surpassing--the demands of the book. He is the key element I needed to push ***Scimidar*** above the pack, and his work thus far adds a dimension that no writer alone could achieve."

Since sexuality plays an important part of Scimidar's appeal, it seems quite fitting that a special guest star should play an important part in the first issue of the new series. ***Scimidar #1*** centers on ***Playboy*** founder Hugh Hefner's 79th birthday--a celebration ruined when terrorists seize the Playboy mansion.

Because of its contents, each issue of ***Scimidar*** will be shipped sealed in a plastic bag; furthermore, each issue's cover will carry a mature readers advisory. "It's important that Scimidar gets into the right hands," Olbrich said. "This is definitely not a book for children, and one way to distinguish it is with a clear, factory-sealed wrapper." The first issue of ***Scimidar*** will appear in May 1989. In addition to featuring work by Jones, David, and Baldwin, upcoming covers for the series will include artwork by Jim Balent, Paul Gulacy, Valentino, and Dale Keown.

Due to a printer's error, the DC Comics - Piranha Press insert scheduled for inclusion in *CSN 90* will instead be in the *Spring Preview* which will reach shops during the week of March 13. CSN regrets this error.

NEWSBRIEFS

PETER DAVID'S AN ENTERPRISING GUY...

Star Trek fans can begin rejoicing now: ***Star Trek*** is not only returning to comic books, but it's returning from the company who published what is generally considered to be the best ***Star Trek*** series done. **DC Comics** will once again be publishing ***Star Trek*** beginning this June, when the official adaptation of ***Star Trek V*** is scheduled for release. **Peter David**, the writer of the last several issues of DC's earlier ***Star Trek*** series, is writing the movie adaptation; he will be joined by artist **James Fry**, with whom he has already worked on ***The Blasters Special*** from DC. ("Speaking of ***The Blasters Special***," Peter added, "it looks like I'll be writing some more ***Blasters*** adventures for DC as well! I'm not sure who'll be illustrating those, but I'll let ***CSN*** know as soon as I find out.")

Following the publication of the movie adaptation, David will sign on as writer for the ongoing ***Star Trek*** comic book series. No artist has been named for the ongoing series yet, according to David.

David is quite excited to be writing ***Star Trek*** again, but he was by necessity mum about just what the adaptation of the upcoming film will feature. "I promised Paramount that I wouldn't reveal anything about the original screenplay, which I've read in order to do the adaptation. All I can say is that I'm looking forward to seeing the film--and I'm really looking forward to writing ***Star Trek*** comics again." The film adaptation will be a 48-page special issue.

DIXON AND ZAFFINO ADD ZIP TO CONAN

If you haven't been keeping up with ***Savage Sword of Conan*** recently, it may be because you thought the book was just presenting some traditional Conan adventures. Maybe it's time to take another look! Recently, ***Savage Sword*** has offered some quality work by Andy Kubert; in ***Savage Sword of Conan #162***, on sale in April, two top comics talents bring their own unique touches to Robert E. Howard's Cimmerian hero. **Chuck Dixon**, a writer who's brought panache to a number of books for virtually every comics company, will be writing "The Horned God for that issue; joining him to handle the art honors on the story is **Jorge Zaffino**, one of the hottest South American talents just being discovered in the US. Zaffino, you may remember, was the artist who did the powerful work on ***The Punisher: Assassin's Guild*** graphic novel from Marvel last year. Of course, Dixon is more than a little familiar with the talent of Zaffino and other South American artists; as one of the publishers of 4Winds (along with Timothy Truman), he has had an opportunity to bring a few outstanding South American works to a US audience--and has also had a chance to work with some of those South American talents in magazines in their own home countries!

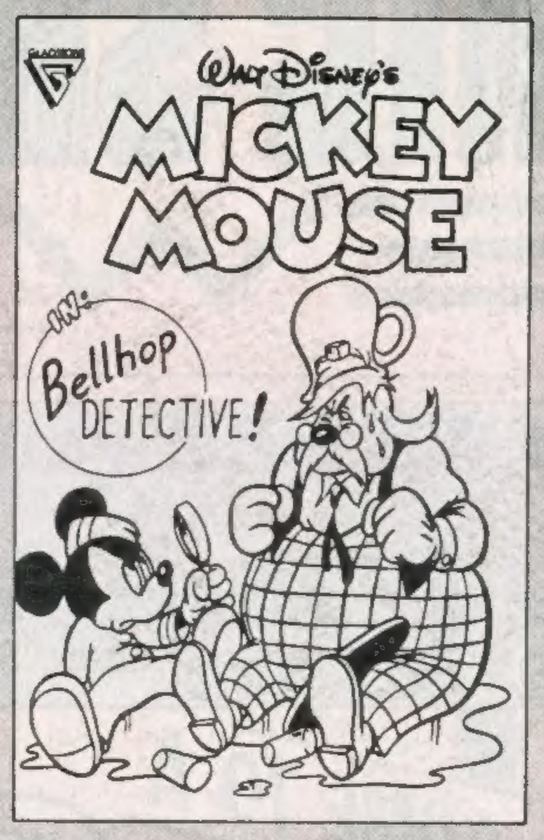
ECLIPSE TAPS THE VEIN A LITTLE MORE SLOWLY

Tapping the Vein, the eagerly-awaited comics adaptation of Clive Barker's ***Books of Blood***, will be a little later than Eclipse had originally hoped. Instead of shipping last month, ***Tapping the Vein*** has now been rescheduled to reach comics shops in late April or early May. The contents, featuring adaptations by **Klaus Janson and P. Craig Russell** of two of Barker's best-known stories, remain the same. ***Tapping the Vein #2*** is scheduled for release a month later, and it will feature two more adaptations of Barker short stories.

Denys Cowan and **Michael Davis** will unite to adapt "The Midnight Meat Train," a story of a man determined to find out just who is responsible for a series of subway slashings--but what he finds is far from what he bargains for. **Scott Hampton**, the much-praised illustrator of Robert E. Howard's ***Pigeons From Hell*** from Eclipse, will adapt "Pig Blood Blues," a haunting story of death, fear, and decadence set in a surreal reforms school. **John Bolton** will continue as cover artist for the series. Each issue of ***Tapping the Vein*** will feature 64 pages of classic-format content, priced at $4.95 per volume. Speaking about the work in the books, **Clive Barker** says, "***Tapping the*** Vein is a dream come true: ***The Books of Blood*** remade in ink. When I wrote those stories I saw them in my head. Now they're on the page, in technicolor, drawn by some of the greatest sequential artists alive. My nightmares look like this. Drink deep." Eclipse is confident that horror fans will still have an unslaked thirst for these horror stories, even if are a little bit later than originally planned.

GLADSTONE GIVES DOUBLE HELPING OF GOTTFREDSON

Floyd Gottfredson's Mickey Mouse is generally praised as probably the most exciting of all the Mickey interpretations done in the Mouse's history, and Gottfredson's fans will get two chances to enjoy his work in May. **Mickey Mouse #250** will begin the reprinting of the classic 1940 daily strip serial "Bellhop Detective," a



story that features Mickey as a bellhop in a resort hotel plagued by ghosts and a crazy house detective. ***Mickey & Donald #13*** will bring back Eega Beeva, who joins Mickey and Chief O'Hara in tracking down the mysterious "Santa Clause Bandit." Meanwhile, another famous Mouse artist, **Jack Bradbury**, will be represented in ***Walt Disney's Comics and Stories #542***, which reprints an 18-page adventure from 1959. If you only know Mickey from his animated features, you don't really know Mickey at all; check out the comics Mickey to see what you're missing!

BATMAN'S FUTURE IS IN THE CARDS

CSN has already told you that there will be a reprinting of the hard to find Topps ***Batman*** cards from the 1960's--but that's not the only ***Batman*** card set lined up in the near future. A photo-card set from the upcoming ***Michael Keaton/Jack Nicholson Batman*** film is also "in the cards" for the near future. The new photo-cards should reach stores in late May or early June, and will be sold in wax packs. Prices are not definite yet; be sure to let your local comics shop know as soon as possible if you're going to want an entire case of cards, since quantities will be limited and supplies are sure to run tight once the movie is released--and tell 'em you heard about it in ***CSN***.

THE BUCK STARTS HERE

A while back, several Marvel titles went up in price to $1, leaving a heaping handful of titles priced at 75¢ in a marketplace dominated by more expensive comics. In May, the 75¢ era will come to an end when Marvel raises the price on those last few titles to $1. This will leave only seven DC titles holding the line at 75¢--two ***Justice League***-related books, three ***Superman***-related books, and two ***Batman***-related books. The 75¢ price was maintained for a half-decade in a period when publishing prices rose steadily, and almost everyone in the comics industry realized it was only a matter of time before those prices had to rise to stay in line with printing costs.

THIS POLICY HAS A MUTANT DAMAGE CLAWS...

Okay, by now you all know the premise of ***Damage Control***, right? These are the guys who clean up after the superhero slugfests are over and the debris has scattered itself over a several-square-block area. So far, they've had meetings with Spider-Man, the Thing, and Dr. Doom--but that's nothing compared to what they face in ***Damage Control #4***, on sale April 20th. You know it's going to be a serious situation when the cover features Wolverine getting hit in the face with a pie. It gets worse as Damage Control is called in to repair Professor Xavier's School for Gifted Youngsters. **Dwayne McDuffie, Ernie Colon, and Bob Wiacek** bring you all this mutant zaniness in the final issue of the limited series--but if reader reaction has any effect, we suspect you're going to see Damage Control making a return in the near future.

WARLOCK 5 ADDS MAGIC TO AIRCEL SCHEDULE

Warlock 5 fans were probably getting worried; one dispute after another made it seem less and less likely that there would be a new issue of ***Warlock 5*** in the near future, even though two publishers were claiming rights to the title and were announcing plans to publish the series. Finally, the dispute is settled to everyone's satisfaction and ***Warlock 5*** is remaining with its original publisher, Aircel; ***Warlock 5 #22*** will mark the series return with all-new adventures courtesy of **Barry Blair and Jim Somerville**. That issue will begin to explore the confrontations between the Warlocks themselves--a confrontation that has less-than-evident causes. Look for it in May.

FANTAGRAPHICS OFFERS HOLO GRAPHICS

The Holo. Bros kicked off their action-packed series of adventures in the pages of ***Threat***, but fans of the series have had a hard time finding new stories of this bizarre trio. Fantagraphics will help make up for the lack of Holo. Bros material in April, when they will release ***Holo. Brothers Special #1***, which will pick up where the previous series left off. **Jim Rohn**, writer-artist for the series, will present the origin of the various Holos, who find themselves in prison after a wacky chain of events.

Holo. Brothers fans can look on this special as an emergency supply of Holo Bros. action designed to hold them over until this fall's Holo. Bros mini-series, which should satisfy that Holo craving for a little while longer.

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NEWSBRIEFS

MOVING FORTRESS KEEPS ON MOVING

Moving Fortress, the superb **Barreiro** and **Alcatena** graphic novel that kicked off the 4Winds line, has been posting phenomenal sales recently, with one national comics distributor selling out of its entire order in one month, according to a note that **Timothy Truman** sent ***CSN***. In addition, Truman adds that "***Booklist*** is featuring ***Moving Fortress*** as its pick for 'one of the twelve best comics in the US' in its April issue!" If you haven't taken a look at this fantasy graphic novel yet, it sounds like you'd better quit stalling--you're going to have some pretty stiff competition soon!

TOMORROW KNIGHTS JUST A FEW MONTHS AWAY

CSN readers will remember that last July, we told you about **Roy Richardson's** and **Rod Whigham's** creation ***The Tomorrow Knights***, being prepared for Epic Comics. At that time, the book hadn't been put on a schedule; ***Tomorrow Knights*** is now tentatively on line for 1989. The series, as you probably remember, is about a near-future society in which corporations have become the predominant power base, and each corporation acts almost as its own country, even to the extent that they have their own armies. ***The Tomorrow Knights*** are freelance agents who help maintain justice for the individual in this future world.

THE QUEST FOR THE HOLY SOIL IN CAMELOT

Swamp Thing has been in some pretty strange places recently, ranging from Revolutionary War-era adventures to WWI action to WWII exploits--but ***Swamp Thing #87*** takes him to perhaps his strangest setting yet. In that issue, on sale in late April, Swamp Thing finds himself in Camelot, where he meets the Demon and the other DC heroes of the middle ages. The entire **Rick Veitch**-written adventure is guest-illustrated by top comics talent **Tom Yeates.**

PRIME COMICS PRIMED FOR SERIES DEBUTS

Prime Comics, the company that is preparing ***Battle Axe Magazine*** for distribution by Comics Interview Press, has announced plans for two new limited series scheduled for summer release. In addition, ***Battle Axe*** will continue to present a heaping helping of heroic adventure this May when its second issue ships.

The first limited series, ***Vanguard: Outpost Earth***, will run for three issues beginning this June. "Like ***Battle Axe***'s Berserker character, Vanguard is another one of **Gary Carlson**'s Megaton Comics features, said **Chris Ecker**, head of Flash Graphics Productions, the publishers of the Prime Comics line. "He's always been one of my favorites." Ecker explains that the first issue "traces Van's first ride in the space shuttle on his expedition to survey the damage done to his 'home' space station caused by a Russian nuclear assault. He's also searching for Wally, his robotic friend and companion, who was in the ship when it was attacked."

Vanguard: Outpost Earth will by written by **Gary Carlson**, penciled by **Steve Adams**, and inked by **Mike Matthew**. **Erik Larsen**, new penciller for the ***Punisher***, will contribute the cover for the first issue. The second issue will feature a cover by **Angel Medina**, penciller of ***Dreadstar***.

The second Prime Comics mini-series, ***Ringmasters International***, will begin in August. "This series was originally scheduled to be published by NOW Comics," Ecker said. "If you want to talk in terms of 'high concept,' it's Hulk Hogan, Agent of SHIELD. This series has plenty of intrigue, spies and counter-spies, gizmos, gadgets, whacked-out bad guys, a truly evil World domination freak, two top-secret organizations, and action! All with a backdrop of professional wrestling, and in this book, professional wrestling is *real!*" Chris Ecker will co-plot and pencil the series, and **Lee A. Dolezal** will co-plot and script the book.

ECLIPSE GOES INTO ORBIT

Comics and science fiction have had a troubled past together; it seems that the best science fiction has rarely made it into comics, with comics preferring instead to adapt more standard science fiction space opera. Eclipse is convinced that there's a market for well-done adaptations of current science fiction stories by well-known writers like b and others, so that's what they intend to offer in a new quarterly prestige-format series entitled ***Orbit***. The series will adapt stories from ***Isaac Asimov's Science Fiction Magazine***, using some of the hotter artists in the field to supply comics versions of these tales. **John Pound** will do the painted cover for the first issue, which goes on sale in June.

DEMON BLADE SLASHES INTO MAY SCHEDULE

Young Master has been very popular with fans of fantasy adventure and martial arts; in May, the writer of ***Young Master***, **Chuck Dixon**, will be writing a new series for New comics that is sure to appeal to Young Master fans. ***Demon Blade #1***, the kickoff issue of a new series, teams up Dixon and artist **Alex Nino** to present the story of a warrior, Nitobe, who finds himself a tool of the demonic sword that has changed him from a proud samurai to a vicious killer. The story focuses on Nitobe's curse--and the bloodshed that the sword demands. Alex Nino, the artist, has been away from American comics for quite a while; fans of strongly-styled action-adventure will be very glad that he's chosen this title to mark his return. Look for the $1.75 black-and-white ***Demon Blade*** in late May.

SUPERMAN GOES TO YOUR HEAD

Last year's Batman baseball cap was a smash success, so what does DC have in mind to follow it up? How about a **Superman cap**, featuring the Superman emblem embroidered in red, yellow, and black on a royal blue poly-cotton poplin cap?

That cap, which will be *de rigeur* fashion wear for comics fans this summer, will be available in early May at a very reasonable $7.95 price. Fans who were lucky enough to get one of the Batman caps know just what good quality these caps are--this *isn't* low-budget headwear, guys!

MARSHAL LAW HAS PERIOD OF ARRESTED DEVELOPMENT

Marshal Law fans have already noticed with glee the release of the sixth issue of the **Pat Mills-Kevin O'Neill** series. Now the bad news--that'll be the last issue of ***Marshal Law*** for a little while, according to Marvel Comics.

"We wanted to give Pat and Kevin all the time they need to keep the quality expected from ***Marshal Law***, and to make sure the next series will be able to come out on a regular schedule," Epic Comics editor **D.G. Chichester** explained. To allow that time, Epic will take ***Marshal Law*** off schedule until later this year (probably this fall) when the series will return with ***Marshal Law #7***. That doesn't mean that there's nothing for Marshal Law fans to do but twiddle their thumbs and wait for new stories. Marvel Press will be releasing a Kevin O'Neill ***Marshal Law*** poster soon, and a trade paperback collecting the entire Sleepman saga is scheduled for release later this year, just before ***Marshal Law*** returns. Meanwhile, of course, Kevin O'Neill will be seen as series penciller on ***Dr. Zero*** in the near future.

DIRTY PAIR CLEAN UP IN NEW SERIES

Back in ***CSN #86***, we told you this was likely, and now Eclipse has confirmed it: there will definitely be a second ***Dirty Pair*** limited series brought to you by **Toren Smith and Adam Warren**. The second series will begin in June; no more information is available about the contents of the series right now, other than what was presented in ***CSN #86***'s interview with Toren Smith. Judging by the incredibly strong interest in the first limited series, a number of you have been avidly following the all-new adventures of the Dirty Pair--and Eclipse is confident you'll be just as pleased with the second series.

BOOM OR BUST

Okay, you have a boom tube. You can transport yourself virtually anywhere you want to go. So what do you do with it?

Well, if you're the Flash, you use it to teleport yourself to the Justice League headquarters. But what if Wally West is out when the tube arrives and his mom is there to receive it instead? Well, it seems that Mrs. West has a very different use in mind for the boom tube--and it involves a fun new way to shop. You can find out just what happens in ***Flash Annual #3***, on sale in late April, courtesy of **Messner-Loebs, Simpson, Larocque,** and **Mahlstedt.**

Flash Annual #3 will also feature a "behind the scenes" installment that takes Wally and Chunk to the JLI headquarters. Flash fans will also find revised Who's Who pages in the 64-page book.

3-D ZONE CRACKS UP

3-D Zone #19, on sale in April, will feature ***Cracked Classics***, a collection of humor stories from ***Cracked Magazine***. "For April Fool's month we decided to do something special," said 3-D Zone publisher **Ray Zone.**

Cracked Classics will collect humor stories from ***Cracked Magazine*** that have been created over a thirty year period by such greats as **Jack Davis, Bill Elder, Steve Ditko, Basil Wolverton, Russ Heath, Bill Ward, Bill Everett, John Severin, Daniel Clowes,** and **Michael Delle Femine** converted to 3-D by Ray Zone. "I'm having great fun converting this outstanding material to 3-D," said Zone, "and I think 3-D fans will be pleased with and surprised by the results."

NEO KICKS OFF EXCALIBUR LINE

It seems like 1989 is going to be a great year for comics fans; a number of new companies have a variety of interesting projects on line, and many of them are utilizing new talent that seems far above the level of the artists and writers who produced many of the lesser books of 1986, the last big boom year for new companies.

One new company that's all set to go on line in the next month is Excalibur Graphics, whose first project, ***Neo***, is all set. Neo is a dual-feature title that will be published every other month.

The first series, **Sanction 7 by Christopher Taylor**, is the story of a group of super-powered law enforcers who eventually find themselves caught up in an intergalactic war; the book is done in a very manga-influenced style. **Power Unlimited**, the second story, is the tale of two teenagers who find themselves with superhero powers--and they're ready to go into action in a hero-less world. Each 32-page black-and-white issue will be priced at $1.50. Excalibur has at least one other title, ***Topnotch Monthly*** (a 60-pager!), on line for this summer; in fact, they're willing to look at work from new talent. If you're looking for your break in the comics field, contact them at 732 S. Clifton St., Philadelphia PA 19147-1908; the person to contact is Derrick Richardson, Excalibur's art director. Let 'em know that ***CSN*** sent you!

CSN PREVIEWS & REVIEWS

by Cliff Biggers

The first issue of ***Gilgamesh II*** should be on your local comic shop's racks right now; if you haven't already secured a copy of it for your own, I recommend that you do so as soon as possible. ***Gilgamesh II*** is an odd sort of a book; it is in part a return to the sort of cosmic adventure that Jim Starlin is best known for, and yet it is another way a step in a new direction for Jim Starlin--and it's a direction that I find very, very satisfying.

If you're not familiar with the legend of Gilgamesh...don't worry. It really isn't at all necessary for your enjoyment of the work that you know the Assyro-Babylonian myth of Gilgamesh, the king against whom Ishtar sent the warrior Enkidu. You don't have to know how Enkidu and Gilgamesh fought to a virtual standstill, only to gain a respect for one another and become best of friends. And I feel guilty if I tell you much more than this, because if you don't already know the myth, I feel like I might be giving away some of what Jim Starlin has in mind for future issues--and I don't want to do that.

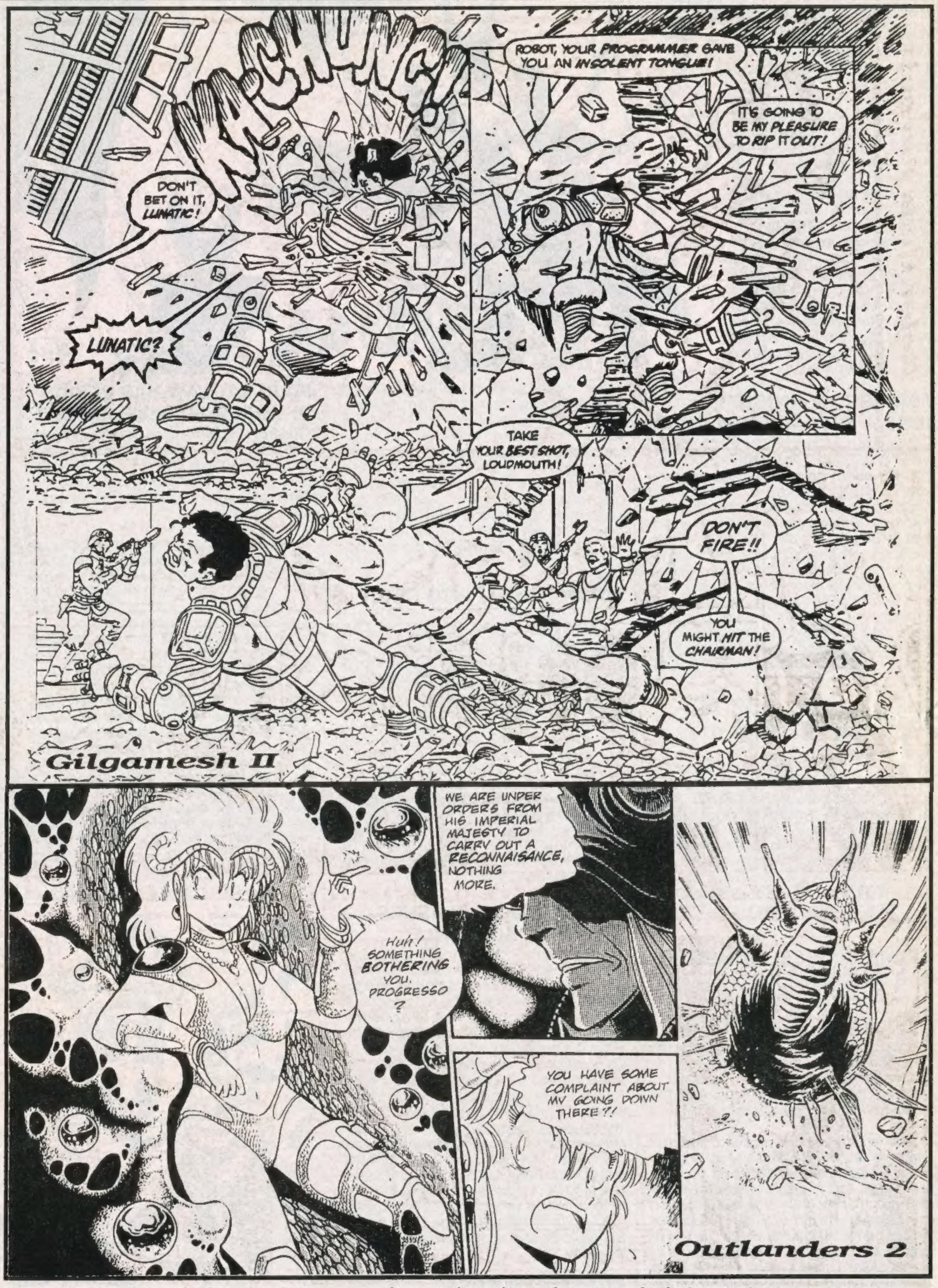
Gilgamesh II begins a little over a year ago; the story starts with a strangely warped reflection of the Superman legend, with a baby in a rocketship crashing to Earth. This child, however, is found by a couple of 1960's burnouts who aren't able to have children of their own--and while the baby they find isn't particularly attractive, he is alive. From here, it moves quickly into the near future, where Gilgamesh, their adopted child, has grown into a very powerful man.

I enjoyed the touches of humor Starlin introduces to his book. For example, when Gilgamesh's adoptive mother, Sunflower Bonner, is trying to find a name for the baby, she remembers fondly a myth she studied in school. It's the story of a warrior who fought a creature named Grendel, ultimately beating him to death with his own arm. Unfortunately, Sunflower's memory is a bit confused, so instead of Beowulf, Gilgamesh is the name she recalls. Having spent many years dealing with students who manage to merge the myths and legends of various cultures into some strange hodgepodge of this sort, this struck a chord with me immediately.

As I said, this quickly becomes a cosmic adventure of sorts. Gilgamesh and The Other almost immediately become larger than life, representative of something more than an individual. Furthermore, Gilgamesh in particular is a bit more complex than the typical Jim Starlin hero. Starlin's heroes are often archetypal characters, models of the perfect hero. Gilgamesh is far from it; he is a man of appetites, he is a man of temperament, and he is a man who wants to be in control. He becomes a much more believable hero as a result.

Mythology has been a rich mine for comic book concepts, but few of them have done more than borrow an idea or a name or a power. The first issue of ***Gilgamesh II*** makes it clear that Starlin knows the essential elements of the Gilgamesh myth; furthermore, he knows how to boil the myth down to that essence, change the remaining ingredients, and produce a complex and exciting story that still pays homage to the original work.

I mentioned a bit earlier that this book also marked a step in a new direction for Jim Starlin. Part of that new direction is represented in a more well-rounded characterization, but the most obvious new direction is in Starlin's artwork. There's a lightness of line, a texture in the inking that makes Starlin's work refreshingly different. In the first few pages, readers will find detailed linework reminiscent in ways of Moebius. This style of art marks a departure of style for Starlin, who has generally been given heavy, bold-line inkers who generally add more weight to Starlin's already-heavy pencil line. This time, Starlin has chosen to ink himself, and Starlin the inker manages to bring out nuances in the work of Starlin the penciller that every other inker has missed in the past few years.


KACHUNG!
DON'T BET ON IT, LUNATIC!
LUNATIC?
ROBOT, YOUR PROGRAMMER GAVE YOU AN INSOLENT TONGUE!
IT'S GOING TO BE MY PLEASURE TO RIP IT OUT!
TAKE YOUR BEST SHOT, LOUDMOUTH!
DON'T FIRE!!
YOU MIGHT HIT THE CHAIRMAN!
Gilgamesh II
WE ARE UNDER ORDERS FROM HIS IMPERIAL MAJESTY TO CARRY OUT A RECONNAISANCE, NOTHING MORE.
Huh! SOMETHING BOTHERING YOU, PROGRESSO?
YOU HAVE SOME COMPLAINT ABOUT MY GOING DOWN THERE?!
Outlanders 2

I'm very enthused about ***Gilgamesh II.*** This is what I think a prestige format series should be; it's a stand-alone work that brings a fully developed series to an audience in a package that does justice to the creation. In some ways, ***Gilgamesh II*** is Jim Starlin's ***Ronin;*** just as ***Ronin*** gave Frank Miller a way to distill some of the essential influences on his work into a cohesive story that didn't rely on a previously-created superhero concept to carry it, ***Gilgamesh*** gives Starlin a chance to deal with the types of characters and concepts he seems to enjoy most without having to dress them in the costumes of other people's superheroes.

1988 was a very good year for Jim Starlin; his work on ***Batman*** brought him a new audience and gave him a chance to write something very different from his "trademark" stories. ***Gilgamesh II*** makes it clear that 1989 will be an even better year for Starlin. Read this comic and see why.

Outlanders #2 continues the Japanese-film-influences story of an alien invasion of Tokyo, an alien warrior princess, and a growing love between a very human photographer and the princess he can't forget. It's a very fast-paced, very active story cuts very cinematically back and forth at a double-time pace. The key word here is "cinematic"; every page of ***Outlanders*** comes across like a movie that someone really should have made.

Outlanders is another Studio Proteus production, and Toren Smith deserves credit for his work on the book--not only for finding ***Outlanders*** and bringing it to an American audience, but for producing a literary translation that has style and wit. Smith has proven with ***Dirty Pair*** that he can write--and Outlanders shows how a manga translation can benefit when it is rewritten in an appropriate style, not just dryly translated.

Manga fans have told me again and again that there was a wealth of variety in Japanese manga; obviously they were right, because it seems like every time a new manga title arrives, I find myself saying, "I don't really like manga, but I like this." I guess I'll have to quit saying that...obviously what I didn't like was the preconceived notion of manga that I had in my head. The real thing has pleased me very much--and ***Outlanders*** is one of the best of the bunch.

CSN PREVIEWS & REVIEWS

LOOK UT 'ER! SHE'S MAKIN' B'LIEVE SHE DON' HEAR US!
I FELT LIKE PUSHING THE WORDS DOWN THEIR THROATS!
YOU SEE WHAT I MEAN? PEOPLE HAVE BECOME BITTER TOWARD DAD! IT'S BREAKING HIS HEART!
AH! HEART OF DAUGHTER ALSO BREAKS, ALTHOUGH SHE IS WISE AND DOES NOT SHOW INSOLENT YOUNG MEN— TOGETHER THREE OF US BEND EFFORTS TO CLEAR NAME OF OLD FRIEND WHO IS YOUR FATHER!
Charlie Chan 1
Alfred Andriola

Relentless Pursuit #1 is a historical comic that deserves an audience; the book deals with the question of Indian rights, and in particular the rights of the Nez Perce Indians, who were forced off their lands into alien territories where the Indians died due to harsh conditions, bad water, bad land, and the loss of a will to live. In spite of all this, Chief Joseph urged his people to try to protest their treatment without going to war. He tried to lead his people on a retreat to a new land. He tried to petition Washington to reconsider its treatment of the Indians and live up to the promises that were made to him by one "chief" after another. Ultimately, he promised that he "would fight no more forever."

And the Nez Perce Indians were forced to live in squalor and shame, and none of the white "chiefs'" promises were ever kept.

Because of Joseph's eloquence, the plight of his tribe will be remembered much more than the sufferings of other tribes. It's a dramatic story, and it has a great deal of comic book potential. Relentless Pursuit tries to tap that potential; unfortunately, it's not as successful as I wish it could be. The concept is fine, the pacing is fine, and the story as presented is both dramatic and historically accurate.

The artwork in ***Relentless Pursuit*** is less detailed than I would like, though, and the style seems strangely sterile, as if in a struggle for authenticity the artist was afraid to introduce individual style to the work. My biggest complaint deals with the typeset text, which seems out of place; the book needs the personality that polished hand lettering can provide.

Nonetheless, for those of you who feel that history is valid subject matter for comics, ***Relentless Pursuit*** does a very good job of presenting its story. The book deserves to be read by those who aren't aware of the plight of the modern Indian--and how the situation got as bad as it is. Those who are aware will already be reading ***Relentless Pursuit.***

If you've been reading comics--and publications about comics--for about a third of a decade now, then you've heard of ***Fred Hembeck Destroys the Marvel Universe.*** It was a humor book that promised to wipe out the entire Marvel Universe (there was only one at the time the project was begun) in the inimitable Fred Hembeck squiggly-knees-and-elbows style.

It never did get published.

There were lots of rumors as to what happened to the book; I can't speak for the authenticity of them, but the most common rumor said that Jim Shooter, then-editor, objected to something that occurred at the end of the story. One other rumor said that the original ending referred to an editor at DC for whom Shooter had worked for several years. Another rumor said that the book was very funny, and Marvel didn't want to do funny books. I have no idea which rumor was true, but the end result was the same: ***Fred Hembeck Destroys the Marvel Universe*** was never published.

But it's about to be printed at last, and you should keep an eye out for it. If you like comics humor that's more than a little irreverent to the Marvel mythos without being offensive or insulting, then you're going to really enjoy ***Fred Hembeck Destroys the Marvel Universe.***

Fred Hembeck is known to lots of readers nowadays for his centerspread features in ***Marvel Age***. Long before he initiated that feature, he was a regular cartoonist for Comics Buyers Guide. It was obvious to anyone who saw Hembeck's work that he really loved comic books; there was an enthusiasm and an affection for the field, and in particular for comics of the late 50's and early 60's, that came through in every panel he did.

A lot of that comes through in ***Fred Hembeck Destroys the Marvel Universe*** as well. It's obvious that he knows these characters well. Not only that, but he manages to bring in subtle references to other comics lines as well, although many readers who aren't familiar with older comics might miss them.

The project is a few years old, but the framing sequence that accompanies it is new, and gives Hembeck a chance to offer an explanation for what happened to the book. It also sets everyone up for a very bad joke in the final pages of the framing sequence concerning the first fatality in the Marvel Universe--but you'll have to read it to see what I'm talking about.

The key phrase here is "you'll have to read it." If you can appreciate humor about comics, then you will most assuredly enjoy ***Fred Hembeck Destroys the Marvel Universe.***

Charlie Chan has been a favorite of mine even before I discovered that the last name of the creator of this Oriental detective was Biggers. Once I learned the author's name, though, I was convinced that there had to be some distant relationship, although it was many, many years later before I discovered conclusive evidence of the fact. It didn't matter that I couldn't prove it before that time, though: I had already decided that I should at least read the original novels written by Earl Derr Biggers--and once I had read them, I was hooked. The Charlie Chan books are rather pulpish in nature, but they're very well written adventures.

You aren't here to read a review of a paperback series that's been out of print for years, though. But I can tie all this in, because Eternity is bringing out a ***Charlie Chan*** comic strip reprint series beginning this month, and that is appropriate subject matter for ***CSN.***

Charlie Chan is an Oriental detective who is very staid and traditional in his Oriental ways. He is also a master of observation, logic, and in particular the art of deduction. By today's standards, ***Charlie Chan*** contains a very stereotyped view of the Oriental--but it's obvious from both Biggers' novels and Alfred Andriola's comic strip that the creators intend no malice, and are in fact presenting a very positive view of Orientals in their work.

Since this is a concept story, though, ***Charlie Chan*** doesn't focus on characterization. The thrust of ***Charlie Chan*** is **story,** and Andriola is presenting well-planned, meticulous mystery adventures in this book. The first story involves some mining deaths that may not have actually been mining deaths at all. The plot is strong and well-paced, the mystery is intriguing, and the artwork is very evocative of the era in which the series takes

CSN PREVIEWS & REVIEWS

place.

If you've enjoyed the other mystery-adventure strip series being reprinted in comics form from Eternity as well as other publishers, then you'll certainly enjoy ***Charlie Chan***. Fans of Sherlock Holmes who are looking for more well-crafted sleuth stories to tide them over between their doses of Doyle will find that ***Charlie Chan*** is the perfect choice.

I'm a history enthusiast; I've always enjoyed historical works if they were well researched, and find myself particularly fascinated by the aspects of history that my high school and college history courses somehow overlooked. That's one of the reasons I was so eager to read 4Winds' upcoming release ***Alvar Mayor: Death and Silver*** once I got an advance copy.

Alvar Mayor: Death and Silver lived up to my expectations insofar as Carlos Trillo's writing is concerned--but it certainly **surpassed** any expectations I had for the book artistically. In an earlier interview, Timothy Truman had very assuredly told me that Breccia was one of the most talented artists in the field--not non-American artists, he stressed, but artists. His work merited comparisons with some of the best artists American comics had produced.

Timothy Truman was right. As an art fan, I'm amazed at the beauty of the line work and the design work of ***Alvar Mayor: Death and Silver.*** Breccia's work sometimes reminds me of Alex Toth, sometimes of Jeff Jones, sometimes of Frank Thorne, and sometimes of Jean Giraud--but it's never imitative and derivative, because it's clear that the stunning artwork in this graphic album is uniquely Breccia's.

Some artists feel compelled to pack a panel with detail. Breccia can--and does--do that when it needs to be done. But he also knows when a lone figure in a starkly white background can communicate more than any other illustration possibly could, and he is perfectly willing to use open white spaces and looming areas of black to convey mood without distracting detail.

Any beginning artist who wants to see how to design a page owed it to himself to look at ***Death and Silver.*** Even if the story weren't excellent, the book would be worthwhile.

Thankfully, the story is equally good. I have to give a good deal of the credit to Chuck Dixon, who helped prepare the graphic novel for its English translation--but I can tell that he was working from superb source material.

Alvar Mayor is a Spaniard in Peru. He came as the son of a **conquistador,** but he has abandoned his father's ways, preferring instead the lifestyle of the Incas. He remains, however, a man between worlds--and that is the beauty of ***Alvar Mayor*** as a series. Trillo captures with few words the role of Alvar Mayor in two worlds--one to which he doesn't belong and one that he has rejected.

Alvar Mayor: Death and Silver is strongly cinematic in style. Like good films, the comics series doesn't use words where words aren't needed. This is a lesson some American writers could take to heart.

Most of all, Trillo and Breccia together manage to take the reader into the world of Alvar Mayor. You feel that the creators know the world that they write about, and they're managing to familiarize you with it while they're entertaining you.

In the introduction to ***Alvar Mayor: Death and Silver***, 4Winds says, "When 4Winds tells foreign cartoonists that one of our goals is to bring the best overseas comics to an American audience, one of the first questions we're asked is whether we've considered Alvar Mayor." Obviously they have: and it's a good thing for us, because otherwise we wouldn't have known what we were missing.

As with any historical saga of this scope, the first graphic album does not tell anything approaching the complete story of Alvar Mayor, and future volumes will follow. 4Winds is emphatic in its plans to present the entire storyline; once you've read the first volume, you'll be glad.

THIS IS A BAD PLACE! LET'S GO BACK TO THE CANTINA!
YES! AT LEAST HE DIDN'T TAKE OUR MONEY...
YOU SAVED MY LIFE, STRANGER! A THOUSAND THANKS!
NOW, I'LL BE ON MY WAY...
...INTO...THE... DARK...J-JUNGLE...
GRRRRAAA!
Alvar Mayor: Death and Silver
ZZ-ZZSH
NOT ANOTHER STEP!
DONT PUSH IT BASTARD!
ZEEP IS TOO MUCH FOR YOU!
CRIKKI KRAKK
YOURE IN MY WAY
Fist of the North Star
FWSSHH

A year and a half ago, another company foolishly announced plans to publish a ***Fist of the North Star*** comic--I say "foolishly" because they had secured no rights to the series at all. When those plans fell through, a great many fans were disappointed; ***Fist of the North Star*** has earned an almost legendary reputation among manga fans in this country. I was curious as to why this particular title had such an avid following.

At long last, ***Fist of the North Star*** will be making its American debut this April. Once you read it, you'll see why the book has such an enthusiastic and devoted following.

Fist of the North Star combines two of the most popular manga genres: post-apocalyptic sagas and martial arts. It even brings in very strong elements of a third genre that's quite popular over here: superheroes. In short, ***Fist of the North Star*** is as close to a superhero comic as the Japanese have produced.

The story is set in a brutal world after a nuclear war. Kenshiro, the Fist of the North Star, is the quiet, strong hero of the book. He is also the master of the Great Bear School of martial arts. In the Way of the Great Bear, according to the comic, "by focusing one's whole energy to strike the Tsubo, or power points, of the opponent's body, once can shatter the foe internally. That was their ultimate technique--the Fist of the North Star."

Is it a violent comic? Let me answer that question with a question: did you ever see ***Scanners by David Cronenberg? Do you*** remember the scene where a man's head exploded? Do you consider that violent?

Yes, ***Fist of the North Star*** is a very graphically violent comic book. People blow up. Literally. Brains fly. Fans of splatter films and splatter comics will be thrilled.

But ***Fist of the North Star*** isn't a splatter comic. A splatter comic focuses on the splatter--it's the raison d'etre of the book. Fist of the North Star focuses on the people, and the graphic violence is just an effect. That's the difference.

If you've wondered how the Japanese might interpret the superhero, you'll want to read ***Fist of the North Star.*** It'll give you your answer.

UPCOMING COMICS QUICKLIST

The Upcoming Comics Quicklist is alisting of scheduled titles and the dates that they should arrive in comics shops across the country. That doesn't mean that the books will always be in your shop on the date listed: some publishers ship from different parts of the country, and the farther away the publisher is from your local comic shop, the longer it will take the books to get to you.

Each entry presents the title and number of the book, followed by the release date; if a title doesn't have a scheduled release date, we don't give you a date. After that is the Publisher of the comic and the price. This quicklist presents the titles that are supposed to ship during the rest of March. A complete checklist of titles due in April will appear in ***CSN 93.***

❑ ***Akira 10*** 3/30 Marvel $3.50
❑ ***Alf 17*** 3/16 Marvel $1
❑ ***Alf Spring Special 1*** 3/30 Marvel $1.75
❑ ***Alpha Flight 72*** 3/16 Marvel $1.50
❑ ***Alvar Mayor: Death in Silver GN*** 4Winds $8.98
❑ ***Amazing Spider-Man 317*** 3/16 Marvel $1
❑ ***Amazon 1*** 3/23 Comico $1.95
❑ ***Animal Man 11*** 3/30 DC $1.50
❑ ***Appleseed Book Two 2*** 3/30 Eclipse $2.50
❑ ***Arena GN*** 3/16 Marvel $5.95
❑ ***Art of John Bolton TPB*** 3/30 Eclipse $15.95
❑ ***Avengers 305*** 3/23 Marvel $1
❑ ***Batman 433*** 3/23 DC .75
❑ ***Blackhawk 3*** 3/30 DC $1.50
❑ ***Blackhawk Annual 1*** 3/30 DC $1.50
❑ ***Blasters Special 1*** 3/16 DC $2
❑ ***Bushido 5*** Eternity $1.95
❑ ***Catwoman 4*** 3/23 DC $1.50
❑ ***Cerebus Bi-Weekly 9*** Aardvark-Vanaheim $1.25
❑ ***Charlie Chan 2*** Eternity $1.95
❑ ***Checkmate 15*** 3/16 DC $1.50
❑ ***Checkmate 16*** 3/30 DC $1.50
❑ ***City People Notebook*** Kitchen Sink $8.95/$25
❑ ***Classic X-Men 35*** 3/30 Marvel $1.25
❑ ***Conan 220*** 3/23 Marvel $1
❑ ***Conan Saga 26*** 3/30 Marvel $2
❑ ***Corum: Bull & Spear 4*** 3/30 First $1.95
❑ ***Count Duckula 5*** 3/30 Marvel $1
❑ ***Damage Control 3*** 3/23 Marvel $1
❑ ***Death's Head 5*** 3/23 Marvel $1.75
❑ ***Dino-Riders 5*** 3/30 Marvel $1
❑ ***Dinosaurs for Hire 7*** Eternity $1.95
❑ ***Dirty Pair 4*** 3/16 Eclipse $2
❑ ***Doc Savage 9*** 3/16 DC $1.75
❑ ***Doom Patrol 22*** 3/30 DC $1.50
❑ ***Dr. Fate 7*** 3/30 DC $1.50
❑ ***Dr. Strange 5*** 3/30 Marvel $1.50
❑ ***Dr. Watchstop TPB*** 3/23 Eclipse $8.95
❑ ***Dragon's Claws 10*** 3/23 Marvel $1.75
❑ ***Dragonlance 8*** 3/23 DC $1.50
❑ ***Dreadstar 44*** 3/16 First $1.95
❑ ***Earth: Year Zero 2*** 3/16 Eclipse $2
❑ ***Elementals 1*** 3/30 Comico $1.95
❑ ***Fantastic Four 328*** 3/30 Marvel .75
❑ ***Faust 3*** Northstar $2.25
❑ ***Firestorm 85*** 3/16 DC $1
❑ ***Flash 26*** 3/16 DC $1
❑ ***Fred Hembeck Destroys the Marvel Universe*** 3/30 Marvel $1.50
❑ ***Gammarauders 5*** 3/30 DC $1.50
❑ ***GI Joe 88*** 3/23 Marvel $1
❑ ***Gilgamesh II 2*** 3/23 DC $3.95
❑ ***Godzilla Portfolio 2*** 3/23 DC $3.95
❑ ***Green Arrow 18*** 3/23 DC 41.25
❑ ***Grey 7*** 3/30 Viz $2.95
❑ ***Grimjack 60*** 3/16 First $1.95
❑ ***Groo 53*** 3/16 Marvel $1
❑ ***Groo Chronicles 1*** 3/30 Marvel $3.50
❑ ***Haywire 10*** 3/23 DC $1.50
❑ ***Heathcliff 35*** 3/16 Marvel $1
❑ ***Hellblazer 19*** 3/23 DC $1.50
❑ ***Hero Hotline 2*** 3/23 DC $1.75
❑ ***Huntress 2*** 3/16 DC $1.50
❑ ***Incredible Hulk 357*** 3/23 Marvel .75
❑ ***Iron Man 244*** 3/30 Marvel $1.50
❑ ***Justice League Europe 2*** 3/30 DC .75
❑ ***Justice League International 26*** 3/16 DC .75
❑ ***Justy 8*** 3/23 Viz $1.75
❑ ***Legend of Aquaman Special 1*** 3/16 DC $2.95
❑ ***LEGION '89 4*** 3/30 DC $1.50
❑ ***Legion of Super-Heroes 60*** 3/23 DC $1.75
❑ ***Mai the Psychic Girl TPB V. 1*** 3/30 Viz $16.95
❑ ***Manhunter 13*** 3/16 DC $1
❑ ***Marvel Age 76*** 3/23 Marvel .50
❑ ***Marvel Comics 24*** 3/23 Marvel $1.25
❑ ***Marvel Tales 225*** 3/23 Marvel .75
❑ ***Marvel Universe Update 1*** 3/16 Marvel $1.50
❑ ***MAZE Agency 4*** 3/16 Comico $1.95
❑ ***Miracleman 16*** 3/30 Eclipse $1.95
❑ ***Mister Miracle 5*** 3/23 DC $1
❑ ***Moon Knight 2*** 3/30 Marvel $1.50
❑ ***Moonshadow TPB*** 3/16 Marvel $18.95
❑ ***'Nam 32*** 3/30 Marvel $1.50
❑ ***Nausicaa of the Valley of Wind 5*** 3/30 Viz $2.50
❑ ***New Mutants 77*** 3/16 Marvel $1
❑ ***New Titans 56*** 3/30 DC $1.75
❑ ***Nexus Legends 3*** 3/23 First $1.50
❑ ***Ninja High School 10*** Eternity $1.95
❑ ***Pineapple Army 8*** 3/23 Viz $1.75
❑ ***Pirate Corps Special 1*** Slave Labor $1.95
❑ ***Power of the Atom 12*** 3/30 DC $1
❑ ***Power Pack 47*** 3/16 Marvel $1.50
❑ ***Powerline 7*** 3/16 Marvel $1.50
❑ ***Punisher 21*** 3/23 Marvel $1
❑ ***Punisher War Journal 7*** 3/23 Marvel $1.50
❑ ***Relentless Pursuit 2*** Slave Labor $1.75

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UPCOMING COMICS QUICKLIST

- ❑ ***Ribiti 3*** 3/30 Comico $1.95
- ❑ ***Robotech II: The Sentinels 5*** Eternity $1.95
- ❑ ***Sable 17*** 3/30 First $1.95
- ❑ ***Sandman 5*** 3/30 DC $1.50
- ❑ ***Savage Sword of Conan 161*** 3/16 marvel $2

- ❑ ***Scout: War Shaman 12*** 3/30 Eclipse $1.95
- ❑ ***Secret Origins 40*** 3/23 DC $1.50
- ❑ ***Sherlock Holmes Casebook 2*** Eternity $2.25
- ❑ ***Silver Surfer 25*** 3/23 Marvel $1.50
- ❑ ***Solo Avengers 20*** 3/16 Marvel .75
- ❑ ***Spectacular Spider-Man 152*** 3/30 Marvel $1
- ❑ ***Spider-Man GN*** 3/30 Marvel $8.95
- ❑ ***Starman 10*** 3/30 DC $1
- ❑ ***Stormwatcher 1*** 3/23 Eclipse $2
- ❑ ***Sub-Mariner 9*** 3/23 Marvel $1.50
- ❑ ***Suicide Squad 27*** 3/23 DC $1
- ❑ ***Superman 31*** 3/23 DC .75
- ❑ ***Swamp Thing 86*** 3/30 DC $1.50
- ❑ ***Tapping the Vein 1*** 3/16 Eclipse $4.95
- ❑ ***The War 2*** 3/16 Marvel $3.50
- ❑ ***Thor 405*** 3/30 Marvel .75
- ❑ ***Tough Guys & Wild Women 1*** Eternity $2.25
- ❑ ***Transformers 54*** 3/30 Marvel $1
- ❑ ***Trollords 3*** 3/16 Comico $1.95
- ❑ ***Trouble with Girls 2*** 3/23 Comico $1.95
- ❑ ***Twilight Man 2*** 3/23 First $2.75
- ❑ ***Unknown Soldier 7*** 3/30 DC $1.50
- ❑ ***What If? 1*** 3/23 Marvel $1.50
- ❑ ***Whisper 26*** 3/16 First $1.95
- ❑ ***Will Eisner Presents Mr. Mystic 1*** 3/30 Eclipse $2

Have you seen anything in this issue of ***Comic Shop News*** that you can't live without? Make sure you don't miss it; clip this handy coupon and write down the things that you want you comics shop owner to be sure to get for you!

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- ❑ ***Wolverine 9*** 3/16 Marvel $1.50
- ❑ ***Wonder Woman 30*** 3/16 DC $1
- ❑ ***X-Factor 42*** 3/30 Marvel $1
- ❑ ***X-Men 246*** 3/23 Marvel $1
- ❑ ***Young All-Stars 26*** 3/16 DC $1.75

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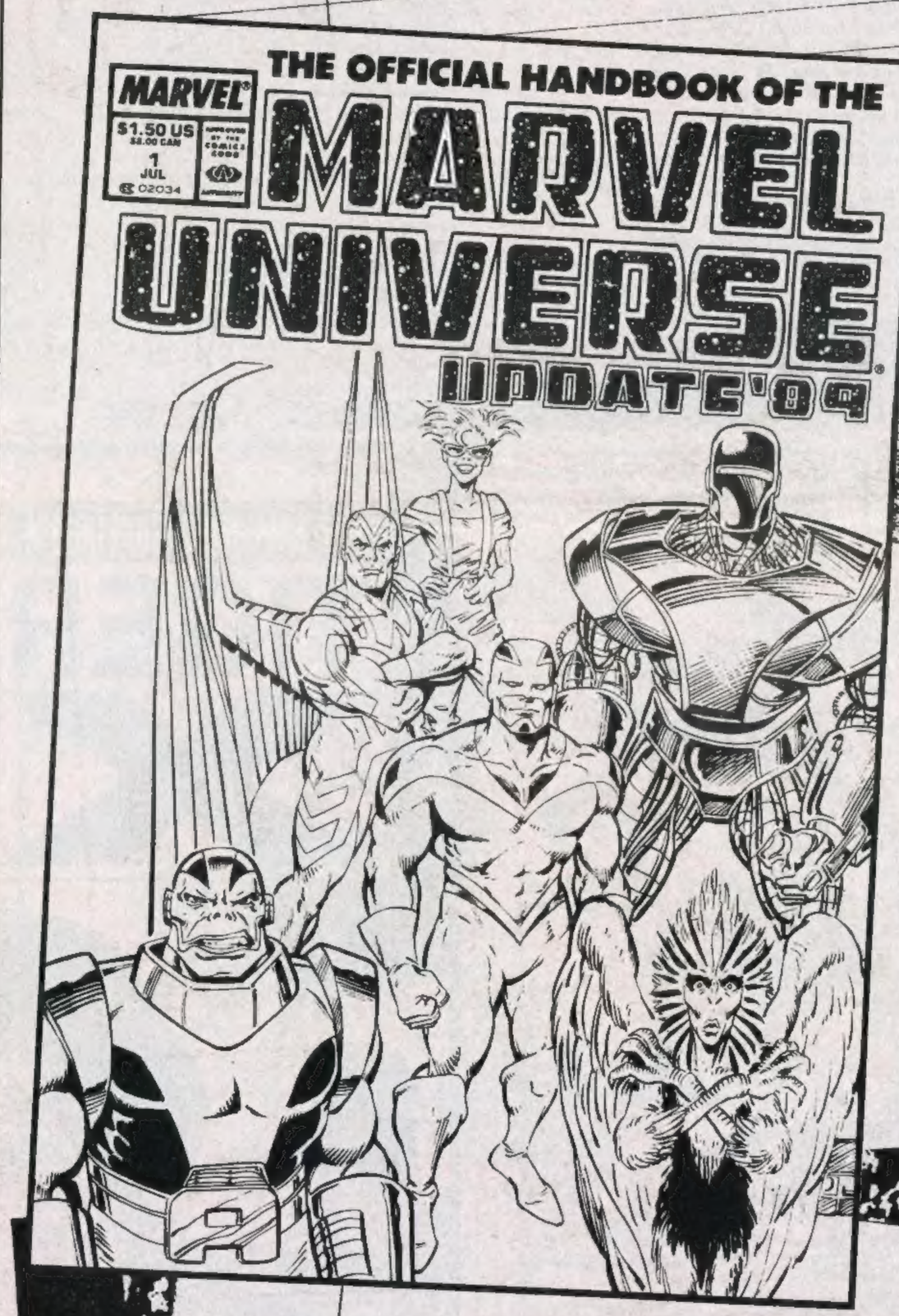
TAKE HER TO THE SLAVE MARKET OF MANOCH. EVERY-THING HAS BEEN ARRANGED. WE WILL TAKE CARE OF THE MAN!
SLAVE-- MARKET--- MANOCH--- OHHH!
WITHIN THE HOUR MALU ARRIVES AT THE SLAVE MARKET---
LET GO OF ME, BEAST! I SHALL HAVE YOU FLAYED ALIVE!
HO--LISTEN TO THE QUEEN! IF I HEAR ANY MORE SUCH IDLE TALK, I WILL DO THE FLAYING!

NEW! REVISED!! EXPANDED!!!*



*Wow, have we been busy or what?!

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